



General Rules Questions

Q: Do I draw a card at the beginning of the turn? The rules don't say when to do it.

A: No. Unlike in many other card games, you don't draw a card as a normal part of the turn order. Most characters have actions that let you draw cards, however.

Q: What if a card tells me to do something that's against the rules? For example, Fire Boar says "Fire Boar attacks twice each turn." The rules say that monsters can only attack once each turn. So which rule do I believe?

A: Whenever a card says to do something that's against the rules, the card wins. Do what it says to do.

Q: What if two or more things happen at the same time on my turn. How do I figure out what order to do them in?

A: Do your things in whatever order you want. After you make your choice, if your opponent also had things happen at the same time as yours, he or she chooses the order in which they happen.

Q: What if I have one card that adds to my damage and another one that doubles the same damage. For example, Coconut Knife adds +10 to my damage and Golden Crow doubles my damage. Do I add first or double first?

A: This falls under the "what if more than one thing happens at a time?" rule. You choose the order to do them in because it's your turn.



Q: The rules say that each monster I have prevents 10 damage each time I'm damaged. Does this prevent damage from anything that damages me, or just monster attacks?

A: Each monster you have prevents 10 damage each time you take damage, regardless of where the damage comes from.

Q: What level does my character start at?

A: You start the game with no levels. Each time you level up, you gain 10 levels. For example, once you have 1 card under your character, you are level 10.

Q: What if an action or ability tells me to do something, but I can't do everything it says to do?

A: You'd still do the action or ability and would do as much as you can. See the entry for Skyhawk listed in Card Questions for an example.

Q: What is the line of text under the card name?

A: That's flavor text. It gives you information about the MapleStory online game and won't affect how you play the iTGC.

Q: What is an iHint?

A: An iHint is a clue for the MapleStory online game. When you see the question mark {?}, you'll have to figure out what things to combine to create special items in the Maple World.



Card Questions

Black Robin Hat

"Each of your Flying monsters gets +10 attack."

Q: How can I tell if one of my monsters counts as a "Flying" monster?

A: *It will have the word "Flying" in the subtype part of the card. If it doesn't have the word there, it's not a Flying monster (even if it looks like one).*

Coconut Knife

"Get +10 on damage you do with one of your character actions each turn."

Q: When do I choose which character action gets the +10? Do I choose when I first play the dagger?

A: *Each turn, you pick a character action to get the +10 damage. It can be a different action each turn, and you don't have to decide until it's time to actually use the action.*

Q: When I play a tactic, I'm using a character action to play it, so does the tactic itself count as a character action?

A: *No. Cards like Coconut Knife only affect damage done directly by a character action.*

Doombringer

"For each monster you have, do 20 damage to a character or monster."

Q: Can I damage multiple monsters or characters? Or do I add it together and damage just one monster or just one character?

A: *You can damage multiple characters and/or monsters. For example, if you have three monsters in play, you can do 20 damage to three different monsters or characters. Or you can choose to assign 60 damage to one monster or character.*

Double Strike

"Destroy a monster."

Q: Can I destroy a monster under the opponent's character . . . meaning a monster card he leveled up with?

A: *No. This can only destroy a monster that's been played as a monster. If it affected a monster card anywhere else, it would specifically say so.*

Emerald Earrings

"Whenever you play another item, reveal the top card of your deck. If it's an item card, put it into your hand. Otherwise put it back."

Q: If I have an Emerald Earrings, do I reveal the top card when I play a second Earrings?

A: *Yes, you reveal the card regardless of what item you play, even if it's another Earrings.*

Q: What if I have two Emerald Earrings? Do I now reveal the top 2 cards of my deck each time I play an item?

A: *It depends. First, you do one Earrings ability. If the top card is an item, you put it into your hand. Then when you do the next Earrings ability, you'll reveal the new top card of your deck. On the other hand, if the top card isn't an item when you do the first ability, you won't put it into your hand, so when you do the second ability, you'll reveal the same top card, which, as you now know, isn't an item card.*

Fairy

"Hide — Whenever your opponent levels up, return Fairy to your hand."

Q: Does that work if Fairy is in my discard pile?

A: *No. A monster ability only works when the monster is in play as a monster, unless the ability says otherwise.*

Fire Boar

"Fierce — Fire Boar attacks twice each turn."

Q: Could I attack with Fire Boar, attack with one of my other monsters, and then do my second Fire Boar attack?

A: *Yes. You can split up its two attacks.*



Card Questions Continued...

Golden Crow

"No Mercy — Do 10 damage to a character or monster. If that damage destroys a monster, do this action again."

Q: If I destroy a monster with it, do I repeat the action again just once, or does it keep repeating itself as long as I'm destroying monsters?

A: It keeps repeating as long as it's destroying monsters.

Magic Claw

"Do 20 damage to a character or monster. Then do another 20 damage to a character or monster."

Q: Can I pick a different character or monster for the second 20 damage?

A: Yes.

Officer Skeleton

"Buff — Monsters that attack this turn each get +10 attack until end of turn."

Q: What if I play a monster AFTER I do the Buff action? Will it get the +10 attack bonus?

A: Yes. This ability works on any monsters that attack this turn, regardless of when they were played.

Red Apprentice Hat

"Whenever you level up, get +10 HP."

Q: Is that in addition to the normal +20 HP I get for leveling up?

A: Yes.

Q: If I have 2 Red Apprentice Hats, do I get +10 HP for each of them whenever I level up?

A: Yes.

Skyhawk

"Do 20 damage to a monster. Then do 20 damage to a character."

Q: If I do this action and I'm the only one who has a monster, do I have to damage my own monster? Or can I just do 20 damage to a character?

A: You'd have to damage your own monster. Whenever you do an action or ability, you have to do as much as you can. So with this character action, since doing damage to a monster isn't optional, you would have to do 20 damage to your own monster.

Q: What if there's no monster in play at all? Can I even do this action?

A: Yes, for the same reason given in the answer to the previous question. Whenever you do an action or ability, you do as much as you can. In this case, you'd try to damage a monster, but there isn't one there. Then you'd do the second part of the action which lets you do 20 damage to a character.

Tweeter

"Revenge — Whenever your opponent plays a monster, item, or tactic, do 20 damage to his or her character."

Q: If my opponent plays a monster, does that monster prevent 10 of the damage from revenge? Or does the damage happen before the monster makes it onto the table?

A: When Revenge happens, the monster is already on the table, which means the monster your opponent played WILL prevent 10 of the damage from revenge.

Zombie Lupin

"Drink Potion — You get +HP equal to your level."

Q: Do I get +HP equal to my level counting this card? Or do I get +HP equal to my level before I leveled up with this card?

A: You get +HP equal to your level counting this card. The first thing you do when you level up is go up by 10 levels. You don't do the lightning-bolt abilities until after you've gone up 10 levels.